

# Clarification of the New Water Polo Rules

Thursday 7<sup>th</sup> March 2019



Here you can find the latest comments of the FINA TWPC concerning the new rules (PDF version below)

[WP 20.15 – “The timekeeper recording the possession time shall reset the clock to 30 seconds: c\) when the ball is put into play after awarding an corner throw”](#)

**NEW rule:**

The timekeeper recording the possession time shall reset the clock to 20 seconds when  
**a) the ball is put into play after awarding a corner throw,**  
**b) after a rebound after a shot which does not cause change of possession and**  
**c) after an exclusion.**

**TWPC comments:**

The intent is that, from the start of static play, or a second possession in the same sequence, a team will have a maximum of 20 seconds of possession time left.

- \* If there is a corner throw awarded, the shot clock is reset to 20 seconds.
- \* If there is a rebound and the shooting (attacking) team retakes possession of the ball, the shot clock is reset to 20 seconds.
- \* If there is a rebound and the defending team takes possession of the ball, the shot clock is set to 30 seconds.
- \* The shot clock will be reset to 20 seconds when the ball is put into play following the award of a penalty foul.

- If the penalty shot is missed and the shooting team gets the ball from rebound the clock will be reset to 20 seconds (no change of possession).
- If defending team gets the ball after rebound the shot clock reset is to 30 sec.
- If goal is scored the shot clock will be reset to 30 sec.

\*In the last minute of the game the coach may choose not to take a penalty shot and chooses for a new ball possession.

In this case the game will be restarted from the halfway line, or behind, as after a time out and the shot clock will be reset to 30 seconds.

- \* The shot clock will be reset to 20 seconds before a free throw is taken after the ball crossed the side line of the field of play caused by a rebound last touched by the goalkeeper.
- \* The shot clock will be reset to 30 sec after a neutral throw
- \* If there is an exclusion, the time will be reset to 20 seconds, unless there was more time on the shot clock.

If there is more than 20 seconds on the shot clock at the time of the exclusion, that greater time will remain.

The team is not to lose time as a result of the exclusion, nor is the offending team to benefit

from a reduction in possession time

\* If there is a double exclusion, the time is not to be reset and the time on the possession clock will remain the same.

\* When a defender puts the ball under water, the shot clock must be reset. It must be reset to 20 seconds unless there is more time on the shot clock.

**WP 14.3(d) "A goal may be scored by an immediate shot from a free throw awarded outside 5 meters"**

**NEW rule:**

A goal may be scored from a free throw taken and awarded outside 6 meters after fake or dribble or putting the ball on the water

[Note: when the player is not shooting directly, first the ball must be put in play as described in the rules (See WP 16, figure 1 and 2) before faking and dribbling]

**TWPC comments:**

Both the ball and the free throw have to be outside of 6m.

If the ball is inside 6m., the player cannot shoot.

If the free throw was awarded inside 6m. and the ball is outside, the player cannot shoot.

If the ball and the free throw are both outside 6m., the player can choose to shoot immediately or visibly putting the ball into play.

After the player visibly puts the ball into play, the player can fake and shoot or swim and shoot.

Once the player visibly puts the ball into play, the defender can attack the player with the ball.

Visibly putting the ball into play means that the ball must leave the hand of the player with the ball. (See WP 16, figure 1 and 2).

Visibly passing the ball from one hand to the other is considered to put the ball into play.

**If after the awarding of a free throw outside 6m, the ball drifts/moves inside 6m, when the attacker gains possession inside 6m, that is where the free throw is taken. The player cannot shoot but may pass to another teammate in any position (except inside 2m) and that player may shoot**

**Direct shot after interval time:**

**After a GOAL, TIMEOUT, BALL taken by REFEREE for cap replacement, CORNER throw etc:**

**In any of these situations when the ball is re-introduced by the referee outside 6 meters, as well as a CORNER THROW, an attacking player may "play the ball" and become" LIVE" and therefore shoot or Swim or Baulk or pass or do as they wish.**

**NEW rule:** attacking a player from behind by defender in 6 m. area

**Inside the 6m. area, when a player is swimming with and/or is holding the ball and is impeded (attacked) from behind during an attempt to shoot, a penalty foul must be awarded.**

**[NOTE: unless only the ball is touched by the defender]**

**TWPC comments:**

**INSIDE THE 6M. AREA, IN A PROBABLE GOAL POSITION AND WITH THE INTENTION TO SCORE:**

If an attacking player with the intention to shoot has front position on a defender while moving toward the goal, the defender is not allowed to commit a foul without giving away a potential penalty shot to the attacker.

This is stopping a probable goal and falls within the meaning of (new WP 23.2 - old WP 22.2)

The only way to defend from behind in this situation is for the defender to make contact only with the ball.

This will eliminate the potential decision and call of the referee that the 'ball was in the hand'

that we saw in the past and which was incorrect in many cases.

The referee should delay the call to see if the player is able to complete the action.

If the player is not able to complete it, the referee must apply this rule.

When an attacking player is in front of the goal with the ball on the water and his hand on top of the ball and the goalkeeper in this situation puts the hand and the ball under water this is correct, the goalkeeper attacked from in front and not from behind, so in this situation no penalty should be called but a free throw in favor of the goalkeeper.

**WP 17.2 – “The corner throws shall be taken by a player of the attacking team from the 2 m. mark on the side, nearest to which the ball crossed the goal line. The throw need not be taken by the nearest player but shall be taken without undue delay”**

**NEW rule:**

A player taking a corner throw may

a) shoot directly,

and after putting the ball in play

b) swim and shoot without passing or

c) pass to another player

#### **TWPC comments:**

The player taking the corner throw will not be restricted in taking actions, including shooting.

\*After getting the ball from a goal judge when a corner throw is awarded, a direct shot is allowed and also after putting the ball in play, he can swim and fake before shooting at the goal

**There is no current rule concerning this matter**

**NEW rule:**

Time out button to be responsibility of the team, i.e. one of the (three) team officials occupying the team bench will be pressing the time-out button when the coach calls for a time-out

#### **TWPC comments:**

\*The intent is to remove timeout officials from beside the bench and transfer responsibility to the team to signal when a timeout is desired

**WP 12.1 – “Each team may request one timeout in each period of play”**

**NEW rule:**

“Each team may request 2 timeouts during the game at any time, except after the awarding of a penalty throw, by the coach of the team in possession of the ball”

#### **TWPC comments:**

They may be called at any time a team has possession of the ball.

The timeouts can be called in the same period or back to back.

There are no restrictions on when the team may call them, as long as the team has possession of the ball.

A team cannot call a timeout after the awarding of a penalty throw.

**WP 11.2 - “There shall be a five-minute interval between the second and third periods”**

**NEW rule:**

There shall be a 3 minute interval between the second and third period.

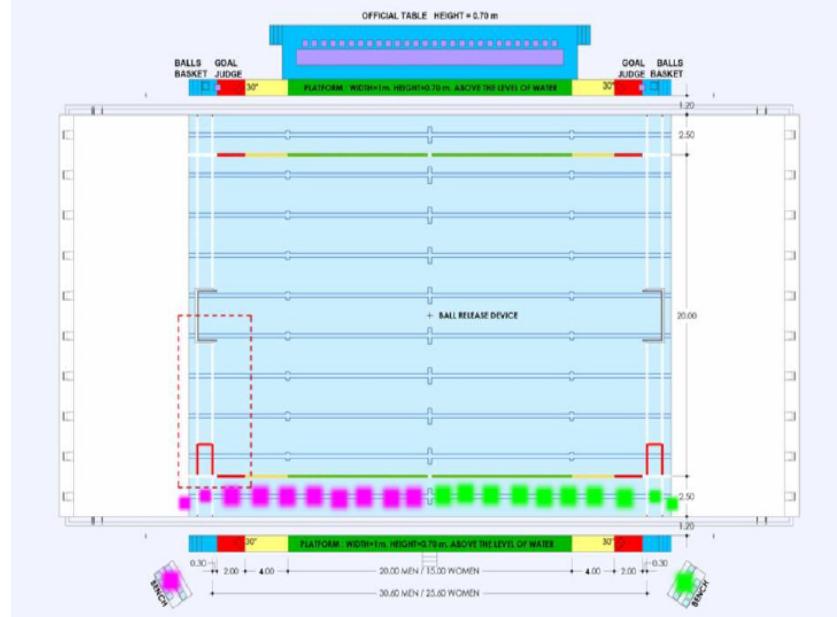
#### **TWPC comments:** Self-explanatory

WP 5.6 - "At any time in the game the substitute may enter the field of play from the re-entry area as soon as the player has visibly risen to the surface of the water within the re- entry area"

**NEW rule:**

An ADDITIONAL Substitution Re-entry area will be at any place in between the goal line and the center field line on the teams half of field of play (for flying substitutions).

[Note: an excluded player or the substitute must always re-enter via the re-entry box in the corner]



**TWPC comments:**

- \* There is no restriction on the number of substitutes a team may have at the side of the pool, and there is no limit for number of players to be substituted at one time. This area cannot be used as "warming-up" area.
- \* In order to move along the side of the pool, a substitute must enter beside the re-entry area without diving – in the same manner as if entering the water for the re-entry area.
- \* Players must visibly touch hands above the water once both, the player who is leaving the water and the substitute, are outside of the field of play.
- \* The player must leave the field of play and rise with his head above the water surface before the substitute may enter.
- \* The player who is leaving **should** swim along the side of the pool until behind the goal line.
- \* Substitution can occur anywhere between the team's goal line and the center line, and it can occur anytime during the game.
- \* No substitution will be allowed after a penalty throw is awarded. If there is an injury or when the offending player has three personal fouls, substitution is allowed ONLY through the Re-entry Box.
- \* Any of the referees or the designated official at the table can signal a violation of this rule, and the sanction for improper entry (new WP 22.16 old 21.16) has to be applied.
- \* Players can stay in substitution area for reasonable amount of time. This is similar approach as for the players staying in "old" exclusion box.
- \* This flying substitution area should be at least 0.5 m. wide

WP 19.1 – "A free throw shall be taken at the place where the foul occurred"

**NEW rule:**

A free throw shall be taken from the location of the ball, except a) if the foul is committed by a defending player within the defender's 2 meter area, the free throw shall be taken on the 2 meter line opposite to where the foul was committed.

**TWPC comments:**

This change is intended to speed up the game by not requiring the return of the ball to the place of the foul.

For any free throw awarded inside 2m., the player must still take the ball out to the 2m. line.

**There is no current signal to indicate the situation**

**NEW rule:**

(This rule is applied only in unclear situations around 6m line.)

[Note: The signal to be used by the referee is to point with one hand in the air to indicate that the foul was outside the 6m.]

**TWPC comments:**

- \* When the referee makes the signal, the signal indicates that the player is allowed to shoot.
- \* If there is no signal made by the referee, it means that the player is not allowed to shoot because either the foul or the ball was inside the 6m. area

**WP 14.2 – “A goal may be scored from anywhere within the field play; except that the goal keeper shall not be permitted to go or touch the ball beyond the half distance line**

**NEW rule:**

The goal keeper is allowed to move beyond and touch the ball past the half distance line.

**TWPC comments:**

- \* A goalkeeper can now go past the center line and can shoot the ball from anywhere instead of passing it.
- \* The Goalkeeper loses his/her privileges outside the 6 m line.
- \* During a penalty shoot-out, if two teams are involved the respective coaches of the teams will be requested to nominate five players and a goalkeeper who will participate in the penalty shoot-out, the goal keeper may be one of the shooters
- \* The goalkeeper may be changed at any time during the penalty shoot-out provided the substitute was listed amongst the team list in that game, however he cannot be substituted as one of the shooters.

**WP 10.1 – the duties of the secretaries shall be: B – to control the periods of exclusion of players and to signal the expiration of the period of exclusion by raising the appropriate flag.**

**NEW rule:**

The use of automatic visual effects, surrounding the penalty box. i.e. signaling

- a) the last 5 seconds of the expiration of the exclusion time
- b) the time when the excluded player is allowed to come back into the game.

**TWPC comments:**

- \* This will only be used if appropriate equipment is available.
- \* For Example: a light placed on the shot clocks near to the team benches and on the jury table which turns green at the moment an excluded player is allowed to return. The system should be integrated in the timing system

**There is no current rule concerning this matter**

**NEW Rule:**

The use of video monitoring system to determine goal or no goal.

**TWPC comments:**

\*The use will be determined by the TWPC and a protocol for the use of it during the match

will be delivered when an appropriate system is in place.

**There is no current rule concerning this matter**

**new rule:**

**The use of audio equipment by the game referees.**

**TWPC comments:**

- \* Each referee will have a headset for communication between themselves.
- \* The delegate will also have one, but only to receive information for the official table and ensure clarity.

**There is no current rule concerning this matter.**

**NEW rule:**

**The GVMS (Game Video Monitoring System) will be used to identify and sanction incidents of brutality or extreme violence that occurred but were not appropriately punished or identified during a game.**

**TWPC comments:**

- \* The purpose is to retroactively sanction players for violent play that was not appropriately punished by the referees during the game.
- \* The result of the game will not be changed.
- \* As an example, upon review of the official video, if the TWPC determines that an incident should have been sanctioned by a brutality call, then the player involved will be suspended by the TWPC in the same manner as if the player had been sanctioned by the referees i.e. for at least 1 match.
- \* The result of the game will not be changed but the team will have to play the next game with one player less, in the case of a 1 match suspension, or for more games if the suspension is longer.
- \* Any team that wishes a video review of an incident must make a formal request in writing to the TWPC delegate or at the TWPC office, together with a payment of 500 Swiss Francs, or the equivalent, within 60 minutes of the conclusion of the match in which the incident is alleged to have occurred.
- \* This is to be in the same manner as a protest.
- \* The TWPC, on its own initiative, may also review any incident.
- \* The TWPC must communicate any decision to suspend to the team, having a player or players suspended, prior to its next game.

**There is no current rule concerning this matter.**

**NEW rule:**

**The marker for taking a penalty throw at the side lines on both sides of the field of play must be in RED.**